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Atari Online News, Etc.
A-ONE Online Magazine
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~ Video Game Records! ~ HP Debuts New Server! ~ Tempest and Eclipse

 -* Windows Millenium Edition Out *-
 -* eGames Praises 'Mature' Policies! *-
-* EPIC and Junkbusters End Ties With Amazon! *-

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->From the Editor's Keyboard "Saying it like it is!"
 "~~~~~"

Although it's forecast that it will be a rainy weekend, it's been a delightful week. I wish that the climate where I work was as nice! It's amazing how crazy things can get when money is tight - real tight - and morale nosedives because of the changes that result. Add to that the revolving door of management and the chaos that usually follows, and you've got a fairly accurate picture of what my life has been like lately. After over 20 years in the same place, you'd think there would come a time when things weren't so hectic and stressful. Think it's time for a change? <g>

So, what's going on in the world of computing technology? Well, the latest version of Microsoft's Windows, Windows Millenium Edition (ME) has just been released. Initial reports say that this latest version is no big deal. Add some bells and whistles and make some more millions! Apple's new operating system, Mac OS X test version, has also been released. It appears that Apple has made an incredible comeback over recent years. Imagine only a few years ago that everyone thought that Apple was doomed.

Well, it just goes to show you that perseverance does pay off, occasionally, in the end, when you really work at it. We'll see.

Until next time...

==~==~==

Free ExtenDOS Gold Update

Anodyne Software has released ExtenDOS Gold v3.3,
a CD and CD-R driver package. Major improvements include:

- * support for accessing audio CD tracks as WAV files: audio CD tracks appear as WAV files to the operating system, and can be copied using any standard copying method such as the desktop
- * support for the SCSI DRV interface: ExtenDOS Gold (and therefore CD Writer Suite - see below) can use SCSI CD-ROMs and CD recorders on any system which has a SCSI DRV driver installed, including MagicMac, MagicPC, and Atari compatibles running HDDRIVER
- * support for ATAPI/IDE via SCSI DRV: ATAPI/IDE CD-ROMs and CD recorders can be used on systems with an IDE interface and appropriate SCSI DRV support

IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048

(On Route 57, going North of I-90/Route 2)

IT'S FREE!
Both vendors and attendees!

Computer User Groups and vendors inside, flea market outside!

Setup: 22nd, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566

And these other CCAG 2001 organizers:

Please visit this site:
<http://tomheroes.com/ccag.htm>
As of 9/6/2000

User Groups:

TI Chips
Cleveland Classic Atari Group

Vendors:

Video Game Connection
Ramcharged Computers

People/Organizations:

Tom Zjaba
Tim Snider
Curt Vendel (Atari Historical Society)

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game
cartoons and commercials. The other room is going to be an emulator room-
MAME, etc. We are hoping for some people with arcade systems to bring them-
will probably need a small generator for that.

See ya at the CCAG!

Atari Video Club Update

Just to let you know that Jagfest 2k issue of Atari Zone Fanzine is
now on sale.

Prices are as follows:

\$8.00 for the color version

\$2.00 for the Black and White version.

More details on how to order can be found at AVC online.

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Editor of The Atari Zone Fanzine and E-zine
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PEOPLE ARE TALKING
compiled by Joe Mirando
jmirando@portone.com

Hidi ho friends and neighbors. I don't know if you remember or not but ever since the first episode I've been telling you how blown away I've been with the show "The West Wing". I've found it to be intelligent and witty, with large portions of the absurd, which you can normally only find in real life, sprinkled in. Witty banter and the kind of highbrow moral issues sit quite comfortably with the touchy-feely quality that this show exuded in some places. Somehow, it just seems to hang together well. In my opinion, it's the best new show of this past season.

What does any of this have to do with Atari computers? Not a darned thing. I just thought I'd share my feelings of vindication with you. If you haven't checked this show out, you're missing some great TV. There's little enough of it around these days, so check it out.

It seems that, for a change, I'm in the majority. This past week's Emmy Awards were a 'thumbs-up' for the show in a pretty big way. I'm not used to having people... especially the experts... agree with me. Something tells me that I had better NOT get used to it. I keep expecting to find out that the Emmy committee made a mistake and the show didn't really win so many awards. <grin>

In the Atari world, Mario Becroft is coming closer to releasing two of his projects. One of them is a graphics card for the TT, and the other is a SCSI-based ethernet adaptor. If you're interested, you can see some of the preliminary information about these wonders on Mario's website:
<http://gem.win.co.nz/> .

You know, it amazes me more now than ever that anyone is still going out of the way to support us. I mean, Atari hasn't produced a single computer in years and while the clones based on TOS are really cool machines, they haven't caught on in a major way. The days when Atari was a major player in the game of cutting-edge computing technology are, sadly, over.

Sure, I'm still using my TT and STacy, but they're no longer "wow" machines. And without a "wow" machine, a computer platform simply doesn't attract a lot of interest from top-notch developers. That's why I'm amazed that people like Mario Becroft, Dr. Uwe Seimet, and a bunch of others spend their time and energy supplying us with the wonders that they have. None of them can expect to become rich by supporting the Atari platform, and yet that's exactly what they do... they support us.

Well, let's get to the reason for this column in the first place... the news, hints, tips, and info available on the UseNet.

From the comp.sys.atari.st NewsGroup
=====

Derryck Croker asks for help with his new hard drive:

"I've just bought myself a Seagate Barracuda ST15150N 4.3Gb drive - and it's driving me nuts!

It's inserted into a SCSI chain from my Falcon which has (in physical order), CDWriter (ID2), CDRom (ID3), the Barracuda (ID0), Syquest EZ135 (ID1) and finally a Microtek scanner (ID6).

Everything else works just fine, HDDriver both recognizes it at bootup and with a bus scan and lets me partition it, jinnee allocates it a drive letter but it just "boings" at me if I try to open it!

I've tried it with and without parity enabled, and it works just fine connected to my laptop computer!

Any words of wisdom please?"

Steve Stupple tells Derryck:

"SCSI devices! don't you just love them.

Try changing the position in the SCSI chain! Or try the drive on it's own, then add a device one at a time or even with different cables.

I've had SCSI drives that only work at the end of the chain, and sometimes the quality of the cables can let it down. I've learnt not to take SCSI drives for granted, what works on one person's system may not work the same way as you own and it's VERY frustrating!!!"

Derryck replies to Steve:

"...It's none of these. If I partition this 4.5Gb drive into several smaller drives it works fine. Any attempt at anything larger than a Gig or so, I get a drive letter allocated but no access is allowed (I haven't had time to find the actual limits yet). Jo Even seems to have a lead on this.

Since my Falcon is running MagiC6 and I'm using HDDriver (actually 7.71), I'd expect there to be no problem running this drive as one large partition, preferably in a compatible mode with a laptop."

Jo Even Skarstein tells Derryck:

"I don't know the limits in MagiC, but it's possible that you must use FAT32 for partitions bigger than 2Gb (just a guess). FAT can only access 65536 clusters, with 4.5Gb partitions this means clusters bigger than 64Kb and I'm not sure if MagiC can handle this. It's not particularly efficient either..."

Derryck tells Jo Even:

"Yes, I understand this, and I've tried all combinations of TOS/DOS compatibility modes and entering F32 into the "Change partition type" dialog box in HDUtility. jinnée _still_ "boings" at me when I try to open it on the desktop.

I'm stuck now."

Edward Baiz tells Derryck:

"I would do what Steve says and change the position in the SCSI chain. I do not believe I have ever had a device on position "0". Also, change the booting order and have the HS first."

Jo Even Skarstein adds:

"If HD-Driver recognizes it, HDDR-Util can partition it (try a sector-scan too) and the desktop finds the partition, I don't think there's anything wrong with the physical connection. It's more likely to be a problem with the partition itself, e.g. too big for the OS he's using, wrong partition ID or something like that.

There is nothing wrong with ID 0, I have that on both my Falcon and TT."

Dr Uwe Seimet, the author of HD Driver, adds:

"This is absolutely correct. Any problem caused by the SCSI hardware would result in HDDRIVER not properly identifying the drive. You would not be able to partition the drive at all in such a case."

Michael Drüing asks for help with his new acquisition:

"I recently got an old Atari 520ST and a floppy disk drive and I finally managed to get it to run. But:

1. Is it normal that the computer needs about 1-2 minutes to boot up when there's a floppy connected? Without floppy it boot within seconds...
2. How do I put floppy image files on disk from my PC? I have absolutely no software on an ST disk so I can't make a direct serial connection..."

Now, I know that most of us already know the answer to this, but there may be someone who doesn't so let's look at what Derryck Croker tells Michael:

"For your first problem, put a blank (ie formatted) disk into the drive, most likely that'll fix the problem. Could be that the disk that you're using has programs in the AUTO folder or desktop accessories which the computer is loading and executing.

Second, I don't have a clue about image files, but in general the PC will

If you haven't been following the eGames story, please check out our last few issues for details and opinions. This is an interesting story that just won't go away. Can you imagine a CEO of any company paying lip service to a customer; and when the customer continues to display displeasure with the company's misleading marketing and complains, the CEO threatens to sue the

studios for Nintendo's game consoles. Most of Nintendo's games are rated 'E' for everyone, while there are another 25 or so games for the Nintendo 64 that are rated 'T' for teen-agers 13 and up.

Kaplan said the company does not have content guidelines for the studios that publish games for the Nintendo 64, though she said there was some 'informal review' of products as part of quality control and testing.

Most of the video game industry's most notorious M-rated games, including 'Resident Evil' and 'Quake,' are available on the Nintendo 64.

Sports Fans Score This Holiday Season With Sega Sports Collector's Edition Dreamcast

Sega Tuesday announced it will give sports fans the ultimate bang for their buck with a sleek, black Sega Sports collector's edition Sega Dreamcast, the 128-bit Internet-ready videogame console. This limited edition hardware package will be offered at the low price point of just \$169.95 and will come bundled with two of Dreamcast's most highly acclaimed sports titles to date: 'Sega Sports NFL 2K' and 'Sega Sports NBA 2K.'

'We want to make owning a Dreamcast more affordable than ever so that consumers everywhere can experience the thrill of playing Sega games online this fall via the Dreamcast console,' said Martha Hill, director of sports marketing for Sega. 'We've included last year's 'NFL 2K' and 'NBA 2K' to get new users familiar with these titles to enhance their experience when playing this year's online sequels. This is the perfect holiday gift for sports enthusiasts or hardcore Dreamcast fans who want to be the envy of their friends.'

'Sega Sports NFL 2K' and 'Sega Sports NBA 2K' are two genre-breaking sports titles that feature over 1300 motion-captured character animations, high-resolution detail and facial expressions, artificial intelligence that mirrors real life behaviors, and accurate game and season statistics. The readers of GamePro Magazine recently voted 'Sega Sports NFL 2K' and 'Sega Sports NBA 2K' as the best football game and basketball game.

The Sega Sports collector's package also includes one standard Dreamcast controller, a stereo A/V cable, one power cable, a 10-meter phone cable, an Internet browser CD-ROM, a game sampler CD-ROM, and an instruction manual. The limited edition Sega Sports Dreamcast hardware package will be available at retailers nationwide and at sega.com starting September 12 and available while supplies last. For more information on the Sega Sports hardware package and screen shots, go to www.sega.com.

THQ Ships "Danger Girl" for PlayStation

THQ Inc. Monday announced the release of 'Danger Girl' for the PlayStation game console.

Based on the 'Danger Girl' comic book created by J. Scott Campbell and Andy Hartnell, 'Danger Girl' for PlayStation continues the sultry spies' exploits in full 3D animation. Collectors will also find added value in brand new, exclusive 'Danger Girl' artwork from the comic book creators.

This never-before-seen artwork will be featured both in the game and in the product packaging. ``Danger Girl" for PlayStation is now available at major retail outlets nationwide.

``The popularity of the 'Danger Girl' franchise is phenomenal; the action figures and comic book continue to sell well, especially within our core demographic," said Peter Dille, vice president, marketing, THQ. ``Fans of both the action adventure genre and the comic book series can look forward to an exciting new spy adventure for the PlayStation game console just in time for the holidays."

``Danger Girl" for PlayStation is a third-person action adventure revolving around the bold adventures of the Danger Girls, three sexy spies that have been commissioned to fight international terrorism. Players will battle menacing villains by taking the role of one of the three Danger Girls; Abbey Chase, Sydney Savage and JC, the newest Danger Girl introduced for the first time in the game. Abbey Chase serves the ``Danger Girl" team with her gun expertise and sharp-shooting accuracy, Sydney Savage is the ``Danger Girl"'s bullwhip and sniper rifle expert, and JC is the team's demolitions expert.

``Danger Girl" comic book fans will find added collector's value in original artwork, sketches and biographies by comic book creators J. Scott Campbell and Andy Hartnell, including storyboards for the game and art for the packaging. Campbell and Hartnell helped shape the never-before-seen story line which takes place between the first and second comic book story arcs, in addition to contributing to the video and character models.

``The contributions from the comic book creators were invaluable to the game," said Erick S. Dyke, president, n-Space Inc. ``With the guidance of J. Scott Campbell and Andy Hartnell, n-Space was able to create a game that stays true to the spirit of the 'Danger Girl' comic book."

``Andy and I are thrilled to have worked on this project and bring the Danger Girls to life like never before," said J. Scott Campbell, co-creator of Danger Girl. ``n-Space and THQ have created the definitive 'Danger Girl' experience for comic book action adventure enthusiasts alike."

n-Space Inc., headquartered in Orlando, Fla., designs, develops and markets innovative and technically sophisticated video games for the Sony PlayStation and next-gen console systems. n-Space Inc. has developed several million-selling interactive video games such as Rugrats: Search for Reptar, Duke Nukem: Time To Kill and others. Founded in 1994, n-Space develops games based on such popular properties such as Duke Nukem, Danger Girl, Rugrats, Die Hard and more.

THQ Announces ``Star Wars: Obi-Wan's Adventures" for Game Boy Color

THQ Inc. and LucasArts Entertainment Company LLC announced ``Star Wars: Obi-Wan's Adventures" for Game Boy Color.

Developed by HotGen Studios, this is the first release under THQ and LucasArts' previously announced worldwide Game Boy Color and Game Boy Advance publishing agreement. ``Star Wars: Obi-Wan's Adventures" is scheduled for release in November 2000.

'We're excited to offer a 'Star Wars: Episode I' adventure to gamers on the go," said Michael Rubinelli, vice president, product development, THQ. 'HotGen Studios has been working hard to bring fans the most authentic 'Star Wars' adventure on the Game Boy Color system."

'THQ has a solid hold on the Game Boy Color market, and we look forward to collaborating with them on 'Star Wars: Obi-Wan's Adventures,'" said Mark Fisher, director of product development, HotGen Studios. 'Millions of 'Star Wars' fans will have the opportunity to interact with their favorite characters in a brand new 'Star Wars' adventure just in time for the holidays."

'Star Wars: Obi-Wan's Adventures" for Game Boy Color is based on the hugely popular 'Star Wars Episode I" saga. In the game, players will assume the role of powerful Jedi, Obi-Wan Kenobi, and must use the Force to jump and move objects as they battle the armies of the greedy Trade Federation and eventually face the dreaded Sith Darth Maul. 'Star Wars" fans will be able to choose between the light saber and blaster for close or long range combat with droids and bounty hunters.

'Star Wars: Obi Wan Adventures" will be the first release under THQ and LucasArts' worldwide Game Boy Color and Game Boy Advance publishing agreement. Their new worldwide publishing agreement replaces the previous distribution agreement for Germany, which expired on July 31, 2000.

Midway's All-New 'NFL Blitz 2001" Delivers Exclusive Over-the-Top Football Experience

Midway Sports Asylum, the extreme-style sports brand of leading software industry publisher and developer Midway Games Inc., announced that 'NFL Blitz 2001" for the PlayStation game console, Nintendo 64, Game Boy Color and Sega Dreamcast has shipped to retail stores.

The original hard-hitting arcade-style NFL football videogame is back with a ton of new features and increased excitement for more fast-paced action. 'NFL Blitz 2001" is the only extreme videogame this season with all-new hard-hitting tackles, aerial leaps and exciting new player animations.

'NFL Blitz 2001" players are in control, with improved artificial intelligence, customized plays, playbooks and in-game camera angles. Gamers can even create their own team and players, and improved 3-D modeling and extensive motion capture deliver unrivaled extreme action. New game screens and menu systems have been designed to give the game a more 'in-your-face" presentation that makes the player feel more a part of the game than ever before. 'NFL Blitz 2001" also allows players to participate in mini games to train and hone their skills to prepare for the unmerciful football action.

'Gamers and sports fans tired of the numerous slow-paced football simulations will find the high-speed and daring action of 'NFL Blitz 2001' a welcome escape," said Helene Sheeler, vice president of marketing, Midway. 'Improvements to gameplay animation, all-new player modeling, attributes and the new mini games bring even more gameplay and visuals to the over-the-top action of 'NFL Blitz 2001.'"

Licensed by the NFL and PLAYERS INC, all 31 NFL teams and individual player attributes have been included. The mix of real NFL teams and players with

raw, over-the-top action and fierce intensity continues to be a winning combination for the NFL Blitz franchise.

NFL Blitz 2001 Key Features

- * New player models
- * Improved player attributes
- * New player animations -- new celebrations, tackles, leaps, etc.
- * New game screens and player attributes
- * New mini games, including: first and goal frenzy, receiver training, quarterback training, kicker training and goal line stand
- * New in-game camera angles (Dreamcast only)
- * Four all new stadiums created especially for ``NFL Blitz 2001"
- * Accurate scoreboard reaction and interactive animated crowd
- * Play in different weather conditions
- * Multiplayer season support
- * Improved Artificial Intelligence
- * New Create-a-team and Create-a-player modes (Dreamcast only)
- * New Instant replay (Dreamcast only)
- * New plays and playbooks and 2000 roster updates
- * New Blitz cheerleaders
- * All-new movies and award sequences
- * Create your own uniform, helmet, coach, roster, league, plays and playbook
- * Popular American radio personalities are secret players that can be unlocked with special codes (Dreamcast only)

THQ's ``MTV Sports: Skateboarding Featuring Andy
Macdonald" Ships for PlayStation, PC and Game Boy Color

THQ Inc. announced the release of ``MTV Sports: Skateboarding Featuring Andy Macdonald" for PlayStation, PC and Game Boy Color systems.

The game is now available at major retail outlets nationwide. With 10 modes of play, licensed apparel/equipment and music from some of today's hottest artists, this new title has something for everyone. However, it's the Stunt Mode that will separate it from the others and allow players to be challenged like never before.

``MTV Sports: Skateboarding Featuring Andy Macdonald' takes the skateboarding game genre in a new direction," stated Michael Rubinelli, vice president development, THQ, ``with more skaters, bigger levels and more game modes, including the highly popular and unique Stunt Mode."

``It was an awesome experience to have been involved with the development of this game," said the game's feature athlete, Andy Macdonald. ``Now everyone can bust some moves over the super kicker without risking the slams."

In this fast-paced game, players can select from up to 14 professional skateboarders, each with their own distinct sponsors. Players can skate in more than 30 different levels, each with varying terrain and obstacles. ``MTV Sports: Skateboarding Featuring Andy Macdonald" delivers more than 60 unique tricks, all groupable into thousands of trick combinations. Additionally, four multi-player modes including 'Battle,' 'Deathmatch,' 'MTV Hunt' and 'Time Bomb' give skaters the opportunity to challenge their friends to totally sick skate competitions.

Developed by Darkblack, "MTV Sports: Skateboarding Featuring Andy Macdonald" is scheduled to also be released soon for the Sega Dreamcast. For more information on this, as well as other upcoming THQ titles, visit www.thq.com.

Activision Sets Street Date for the Most
Anticipated Skateboarding Game of the Year:
Tony Hawk's Pro Skater 2

Gamers get ready to tear up the asphalt with the speed and agility of a seasoned pro when Activision, Inc. releases the most anticipated skateboarding game of the year, Tony Hawk's Pro Skater 2 for the PlayStation game console on Wednesday, September 20, 2000.

Developed by Neversoft Entertainment, Tony Hawk's Pro Skater 2, the much-anticipated sequel to the award winning Tony Hawk's Pro Skater, will expand on the original game and provide gamers with the most authentic and cutting-edge skateboarding experience. Players can choose to skate with the skills of Tony Hawk, the most legendary pro of all time, or as one of 12 pro skaters from the star-studded line-up. The game's intuitive and solid control scheme allows players to perform hundreds of tricks in a variety of realistic, obstacle-filled real-world locations. An innovative skate park editor and expanded multi-player modes increase the game's re-playability. Additionally the game provides total character customization, allowing players to modify the skater's clothing, skateboard and trick sets or build an entirely new character from scratch.

Dave Mirra Freestyle BMX Flips, Jumps
and Grinds On to Retailer Shelves

Acclaim Max Sports announced that Dave Mirra Freestyle BMX video game for the PlayStation game console will be on retail store shelves nationwide this week. Dave Mirra Freestyle BMX is the only BMX game featuring 10 BMX superstars, 1,300 BMX tricks, 12 fully interactive levels, a killer soundtrack and authentic motion captured BMX moves.

"Gamers across the country will finally be able to get their hands on this eagerly anticipated game. Their wait will have been worth it," stated Steve Felsen, brand director of Acclaim Max Sports.

Dave Mirra Freestyle BMX focuses the aggressive spirit and tremendous energy of BMX riding into an accessible, trick-based action game for the PlayStation game console. Riders are given an open track, a set of tricks, a bike, and the rest is up to them. The challenge: Take their rider from zero to hero in their very own freestyle BMX career.

Dave Mirra Freestyle BMX, developed by Z-Axis, features: 10-Time World Champion Dave Mirra, along with nine other BMX superstars (Ryan Nyquist, Leigh Ramsdell, Mike Laird, Troy McMurray, Kenan Harkin, Joey Garcia, Shaun Butler, Chad Kagy and Tim Mirra); an innovative open trick system with over 1,300 possible BMX tricks; 12 interactive environments, 6 competition-based and 6 objective-based levels focused on vert, dirt and street riding; a soundtrack featuring Sublime's "What I Got," Cypress Hill's "Dust,"

Rancid's "Maxwell Murder," Social Distortion's "Don't Drag Me Down," Deftones' "Be Quiet and Drive (far away)," Primer's "Loose," Pennywise's "Greed," Dropkick Murphys' "Never Alone," 59 Times the Pain's "Got It All In Sight" and Swingin' Utters' "Stupid Lullabies;" and authentic BMX tricks motion-captured by Dave Mirra and Ryan Nyquist.

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->A-ONE Gaming Online      -          Online Users Growl & Purr!
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eGames vs. the Consumer

Hi,

Just a reminder:

For the latest on the eGames vs. Consumer situation, visit <http://www.icwhen.com/egames> or <http://www.icwhen.com>

Get the latest industry news from A-One Online Magazine at <http://www.icwhen.com/aone>.

Best Wishes,

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eGames Praises "Mature" Policies

CONTACT:

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FOR IMMEDIATE RELEASE

eGames Praises "Mature" Policies

In the aftermath of a copyright infringement settlement and while amidst a dispute with consumers, eGames, Inc. (www.egames.com) praises mass merchants for adopting stricter policies related to censoring software sales of competitor's products to minors.

GameDaily's (www.gamedaily.com) Newsletter on Wednesday, September 13, reported that eGames issued a statement supporting the actions of retailers

such as Kmart (www.kmart.com) and Wal-mart (www.wal-mart.com) to cease sales of 'Mature' videogames to consumers under the age of 17.

An interesting sidebar to this story (not reported by GameDaily) is that software titles published by eGames may well not be rated at all by the Entertainment Software Rating Board (ESRB) (www.esrb.com). The ESRB is the industry-accepted authority on entertainment software ratings. The ESRB's "Mature" rating is the one recently referenced by retailers and eGames to require restricted sales.

"Most, if not all, eGames titles may aptly be rated "E" for Everyone by the ESRB," states Mr. Donald A. Thomas, Jr., webmaster of ICWhen.com (www.icwhen.com). "Although such a rating is only my opinion, it appears to me that eGames consistently markets and distributes wholesome, family-oriented video game titles.

"Just the same," Mr. Thomas adds, "It's interesting that eGames chooses to seek publicity by praising retailers for enforcing a specific rating system that they do not use for their own products."

eGames' product packaging as well as the absence of appropriate ESRB designations on eGames' own Web site substantiates the conclusion that eGames chooses not to invest in the industry-adopted standard for game ratings.

"It seems to me that a company's endorsement of a ratings system as well as the adherence to a sell-through policy based on that system is most credible from a company that actively and willingly participates within that same system," concludes Mr. Thomas. "Otherwise, it's like praising the enforcement of a speed limit while driving a car that has no speedometer."

On September 7, Reuters news service (www.reuters.com) reported that eGames had settled a trademark and copyright infringement suit brought by Hasbro Inc.'s Hasbro Interactive and Atari Interactive video game units (<http://biz.yahoo.com/rf/000907/n07213571.html>). In an unrelated situation, ICWhen.com has recently reported a series of communications with eGames' CEO who refused to label abridged software sold on some discs as being different from the fully-released versions sold on other discs and threatening to sue a consumer, Mr. Donald A. Thomas, Jr., for having filed a complaint with the Attorney General of California.

NOTE: This release was issued by Donald A. Thomas, Jr. and ICWhen.com whom are solely responsible for its content. It should in no way be construed that this release was generated or approved by eGames, Inc. or any affiliated company. For more information, visit ICWhen.com.

New Games From Songbird!

Songbird is back, and ready to blow you away with incredible new games and hardware for the Atari Lynx and Jaguar!

Looking for some cool space combat action on your Lynx? Try Remnant for the Lynx, brought to you by Songbird! This awesome 3D game features 20 spectacular waves of alien invaders and meteors for you to eliminate. Only 70 copies of this special CGE2K edition were made, and no more will be produced, so get yours while they last!

The long-awaited Crystal Mines 2: Buried Treasure for your Win95/98/00 PC is here! This fantastic add-on allows you to design and download NEW LEVELS to your CM2 cartridge on a real Atari Lynx. Plus, over 50 brand new levels are included on the CD, along with all the original levels so you can check out that one puzzle that's frustrated you for years. [CM2 cartridge and Lynx/PC serial cable not included.]

For Jag fans, the Rapid Fire Controller is exactly what you need to blow away those high-energy shooter games like Raiden and Zero 5. It features independent A and B rapid fire support, plus a speed selector for 5, 10, 15, or 20 pulses per second. Don't pass this one up!

New merchandise has also been added, such as the JagLink and Ruiner Pinball for the Jaguar and Hockey and Robotron for the Lynx.

*** SPECIAL *** Lexis only \$29.95 with ANY order! Just mention "Lexis Blowout" and place your order by October 1st, 2000.

Quantities are limited on all Songbird merchandise, so please confirm your order via email to songbird@atari.net before ordering. Check out the web site below for information and prices on all Songbird merchandise.

Sincerely,

Carl Forhan
Songbird Productions
<http://songbird.atari.net>

Reference Tool - Video Game World Records

Dear News Reporter,

The high-score database containing the official world records for video game and pinball playing is now available on the Internet as a free reference source.

It can be found by clicking on SEARCH SCORES at:

<http://www.twingalaxies.com>

This body of information is essentially the statistical history of video game and pinball playing from 1977 to present and has already been used as a reference source by many news agencies and Hollywood producers, including the Guinness Book of World Records, ABC-TV's That's Incredible and Jeopardy, the TV game show. In the next month, this data will be supplemented with 15,000 further high scores which represent the new world records on today's current game titles.

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The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Sour Apples for Napster-like Start-up

Bill Bales would rather switch than fight.

The Napster co-founder's second file-swapping start-up, AppleSoup, today said it will change its name to "Flycode" following a complaint from Apple Computer.

The company received a cease-and-desist letter from Apple six weeks ago, saying the name infringed its trademarks and demanding AppleSoup discontinue the name and eventually hand the "applesoup.com" domain name to the computer giant.

Bales launched Flycode in July with the goal of building a Hollywood-friendly video version of Napster's wildly popular music-swapping software.

A Flycode representative said that despite today's name change, the company plans to keep the URL and redirect people to its new site. As of today, AppleSoup.com remains live on the Web. The Flycode.com site links to similar pages.

Apple was not immediately available for comment.

Corporate name changes usually set back companies because they need to expend resources in re-branding their message. But for Flycode, a company that has yet to launch a product, the effects of the name change could be less damaging. The company itself interprets the move as a forced action for a greater benefit in the long term.

"They are doing us a favor by having us change names," said Cate Riegner, vice president of marketing at Flycode. "The fact that Apple has such a strong brand, we don't want to risk being confused with them."

Flycode is another of the "peer-to-peer" technologies that have recently burst onto the scene. Piggybacking on the immense popularity of Napster among music fans, companies and technologies such as Gnutella, Scour and Lightshare have begun tapping the growing popularity of file-swapping software.

But despite considerable attention from the media and the legal repercussions from the entertainment industry, many of these technologies remain on shaky ground. Just last week, Scour said it would lay off two-thirds of its staff after unsuccessfully trying to raise financing while fighting a copyright infringement lawsuit brought by the movie and record industries.

Napster's future remains in question as well, as the record industry fights to shut it down. On Friday, the U.S. government joined the side of the Recording Industry Association of America. Government agencies filed a "friend of the court" brief, urging a federal appeals court to uphold a judge's order that would effectively shut down the service pending a trial on charges of copyright infringement.

Separate legal efforts from musicians have also gathered steam. Just last week, the attorney representing Dr. Dre and Metallica began sending letters to colleges and universities asking them to block access to Napster. Already, several universities have stopped allowing students to use the service on school networks.

Apple Rolls Out Test Version of MAC OS X

Apple Computer chief Steve Jobs lifted the curtain on Wednesday on a much-delayed public test version of Apple's eagerly awaited and typically snazzy next-generation operating system, known as Mac OS X.

Wowing an audience of Mac faithful at the Paris Apple Expo with a sleek, multimedia display of the system's slick yet quirky features, Jobs, Apple's co-founder and chief executive, said the Beta version was now ready for the public to test.

"Mac OS X is the future of Macintosh. We've had this on our hands for a long time -- from today we are going to let you hold it in yours," Jobs announced, to cheers and whoops.

The final version of the new software, expected to generate renewed interest in writing software programs for the Macintosh, is not due on the market until early 2001, Jobs said. Apple had delayed delivery of the software from late 1999.

Mac OS X (pronounced "Mac OS ten") is intended to be more powerful and easier to use than existing Mac systems, already famously user friendly, and runs on all Apple's existing products. Apple has called it its biggest software technology leap in 15 years.

It includes a new interface called Aqua, a version of Microsoft Corp's Internet Explorer and can switch between English, French and German depending on the user.

New features include a nimble icon panel, a music player, and a minimizing device which stretches and shrinks images so they appear to be poured into little screen icons.

OS X also offers a technical feature known as "pre-emptive multi-tasking" which allows the computer user to do more than one task at a time without crashing the machine.

The software is based around technology Apple acquired from Next Computer, a subsequent company Jobs founded after being forced out of Apple in the 1980s that Apple then acquired during Jobs' triumphal return to power three years ago.

Its portable document format (PDF) system lets users manipulate images, overlapping and spinning them. Colors can be faded in real time, even on images wrapped around a moving three-dimensional image -- tasks that are very data intensive.

"We've gone through the operating system and looked at everything and asked how can we simplify this and make it more powerful at the same time," Jobs said.

Jobs, dressed down in faded jeans and a polo neck sweater -- a kind of personal trademark -- also demonstrated iMovie2. The improved movie editing software can be used to personalize video clips and music. He also showed off Apple's now standard optical mouse and a new color range of iBook laptops.

Apple aficionados stay loyal to its machines as much for their unique shape and pleasing colors as for their ability to handle video, music and graphics with ease and simplicity.

Jobs produced gasps from the audience with a video game demonstration of the speed of Apple's new dual-processor PowerMac computers which run on two computer chips.

'I think it's the strongest product line that Apple has ever had," boasted Jobs, who co-founded the company in 1976.

However, boos then greeted a demonstration of Office 2001, new business software due on the market in November and developed by Microsoft which makes some of the most crucial MAC software but is regarded by Apple fans as at best a necessary evil.

While Microsoft is sometimes vilified by Apple loyalists, the two companies have enjoyed close ties over the years, with Microsoft providing many of the key applications that run on Apple computers. In 1997, Microsoft also injected much-needed capital to prop up the then down-on-its-luck Apple.

Jobs played down the hostility, joking, "There's a whole team at Microsoft that really like Macintoshes and works night and day to make software better for Macintosh than Microsoft."

Microsoft Launches New Consumer Windows Program

Microsoft Corp. on Thursday formally launched the latest version of its Windows operating system for home users, and by stuffing the software with new music, movie and Internet features, it is echoing a strategy that has already landed it in legal hot water.

Windows Me, short for Windows Millennium Edition, is the successor to last year's Windows 98 Second Edition, but it is not a huge leap over its predecessor, analysts say.

Instead, it plugs a gap in the Windows product line until next year, when Microsoft is set to unify the business and consumer versions of its core product in a long-awaited move.

'I really just see it as a place holder, it's really not all that important," Dwight Davis, an analyst with Summit Strategies, said of Windows Me.

Windows Me will be Microsoft's last operating system based on its 20-year-old DOS programming technology.

Windows 2000, the powerful corporate operating system launched in February, is based on Microsoft's NT technology, which is much more stable and secure than DOS.

Originally, the company was to have scrapped DOS by now, but it faced mounting technical challenges in adapting NT to include consumer-friendly features such as video games.

''It comes out at sort of this strange time in the company's product evolution, the last gasp of the DOS line and Windows 98," Davis said.

Windows Me isn't considered a must-have upgrade, but it adds new programs, such as a music player that can record, store and play songs.

Also included are tools for editing home movies, built-in support for home networking, and a ''system restore" feature that returns the PC to an earlier state if it crashes.

''It's designed solely with the home user in mind," John Frederiksen, general manager of Microsoft PC Experience Group that oversees PC versions of Windows, said in an interview.

As digital music players, digital cameras and other such gadgets catch on, Microsoft wants to make the PC act as a hub for other kinds of computing activities, Frederiksen said.

''Overall, these new devices are really adding to the value of the Windows PC and allowing the PC to be a great creativity center," Frederiksen said.

The media player takes clear aim at Microsoft's cross-town rival, RealNetworks Inc., which makes some of the most popular media software and helped pioneer the market for audio and video on the Internet.

''Interestingly, it sort of raises some of the issues about Microsoft bundling features into the operating system, which of course has been core to the whole antitrust issue," said Davis of Summit Strategies.

In June, a federal judge found Microsoft guilty of breaking antitrust law by using its monopoly in Windows to try to crush rival Netscape, which made software for browsing the Internet. Microsoft started bundling its own browser in with Windows.

Microsoft says it did nothing wrong and is appealing the ruling, which would split the company in two. The Supreme Court is expected to decide soon whether to hear the appeal directly or let a lower appeals court take it first.

''To bundle in (more software) looks to me like a very risky thing to do. They seem to want to get audio and video players into the operating system before they get to the Supreme Court in case the court orders them not to," said Brian Livingston, author of the book ''Windows Me Secrets".

Even if current Windows 98 users don't shell out the \$59 charged for an upgrade, Windows Me is still expected to do well since most PC makers will include it with almost all new computers going out their doors.

With consumer confidence still buoyant in a strong economy, Microsoft could sell 100 million copies of Windows Me over the next year and half, Livingston projects.

''This kind of penetration is what Microsoft sees as far more important than people buying it as upgrades in the store," Livingston said.

Many people, however, are expected to hold out until the NT-based consumer

Windows, being developed under the code-name "Whistler", become available.

Whistler will also weave in the first threads of Microsoft's new ".NET" strategy to retool its entire product line for the Internet and start delivering software as a subscription service rather than in shrink-wrapped boxes.

Whistler will make it easier for users to swap data between devices, and will blur the line between using a PC and using the Internet, Frederiksen said.

"The online experience is changing from one of passive, where you go to the Web, to more active, where you program your Web sites," Frederiksen said.

But for now, Microsoft is pumping the Me generation.

"Our message is that Windows Me is a timely upgrade," Frederiksen said. "Our focus between now and the end of year is really about communicating the great products that are available today."

Eudora 5.0 Boasts New Sharing Feature

Don't look now, but Eudora is growing up.

Qualcomm Inc. this week released version 5.0 of the popular free e-mail program, and it includes a host of features that can't be found in many commercial messaging products.

The feature most likely to grab users' attention is the Eudora Sharing Protocol, which allows users to share files among small groups of friends and co-workers.

Users set up a folder on their hard drives that is designated for file-sharing. The only other step is to enter the e-mail addresses of the other people who are allowed to access the folder. All files in the folder are then automatically saved and updated whenever anyone in the group edits them.

The feature works only if all participants are running Eudora 5.0. Non-Eudora users can still join a "share" group, but their files will not be automatically updated.

The new release also includes a utility that scans outgoing and incoming messages for offensive words and phrases and warns users. Called MoodWatch, the feature employs an algorithm to identify potentially offensive language and then gives each message a "heat" rating of one to three chili peppers.

MoodWatch, which can be disabled, displays a warning message when a user hits the send button on a questionable message but does not prevent it from being sent.

Later this month, San Diego-based Qualcomm will release the Eudora Internet Suite software that enables users to sync handheld devices running the Palm OS with their desktop e-mail software.

Eudora 5.0 is available in three modes: paid, which costs \$39.95 after a \$10 rebate; sponsored, which is free and has all of the features of the paid version but includes ads; and light, which is free but has a reduced feature set.

Hewlett-Packard Debuts New Server for Dot-Coms

Hewlett-Packard Co. on Tuesday unveiled a new mainframe-class UNIX server -- a refrigerator-sized computer designed to support dot-coms, Web service providers and other data-intensive businesses.

HP unveiled the HP-9000 Superdome system on Wall Street accompanied by smoke machines and techno music, with one middle-aged executive alternatively calling it "'cool," "'bad," "neato" and even "'spank" -- a word he said he read in the New York Times that means cool.

The Palo Alto-based computer maker said the new server is cool because it minimizes system downtime through increased component backups, a wider range of easily changeable components and built-in error-correction capabilities.

"'An always-on infrastructure is a requirement of the Internet age," said HP Chief Executive Carly Fiorina, citing a Lloyds of London estimate that \$20 billion was lost to computer outages and hackers in 1999. "'Downtime costs money."

HP said it will also offer a new "'utility-based" pricing system, which allows a business to pay for as much computing power as it uses -- similar to the way it would pay an electricity or water bill.

"'Businesses pay for only the server capacity they need -- no more, no less," said Fiorina.

The utility-like pricing is part of an overall strategy to attract customers whose needs for capacity are constantly changing. Some 95 percent of the thousands of customers who use HP's capacity-on-demand program -- which allows companies to quickly expand computing power as their needs grow -- are interested in the utility-based pricing, executives said.

The new server is designed to support its own UNIX operating systems, Microsoft Corp.'s Windows NT and the Linux alternative operating system simultaneously.

The system is IA-64 ready -- meaning it is designed to accommodate new Intel Corp.

The first version of the 64-bit chip, the Itanium, is expected to become available in the second half of this year. An HP spokesman said HP is waiting for the next version of the IA-64 chip, the McKinley, to include the IA-64 in the Superdome system. It expects McKinley to be available for Superdome in the second half of 2002.

Duane Zitzner, president of HP's computing systems group, said Superdome will boost the computer maker's earnings and profit margins beginning in the first fiscal quarter ending in January.

''There is a huge amount of technology in this product," he said in an interview.

Superdome can be configured with up to 64 processors and 256 gigabytes of memory, said Zitzner.

''We've got plans to go beyond the 64-way," he said.

He said the ability to partition the computer, using blocks of computing power for various uses, would help distinguish the HP server from computers sold by server-market leader Sun Microsystems Inc. and International Business Machines Corp., the world's largest computer maker.

The server, priced starting at about \$400,000, begins shipping in volume in December, executives said.

''We were weak in the high-end," said Zitzner. ''We'll get revenue and margin off of these when it begins to ship in volume in December."

He added that the server is a higher-margin product than HP's less-expensive servers.

Hewlett-Packard shares closed down 1 at 112-9/16 on the New York Stock Exchange, where they have been under pressure since HP's talks to acquire the consulting arm of PricewaterhouseCoopers came to light.

In comments hinting at Fiorina's thoughts about the negotiations with PricewaterhouseCoopers, she talked about the increasingly tight links between technology and overall business strategies, in which traditional businesses become increasingly technology oriented as they move their operations online.

Some observers have wondered why HP would want to own PricewaterhouseCooper's entire consulting arm, which provides strategic services to traditional businesses as well as technology consulting.

''Today...technology is transforming every part of businesses and the markets they compete in," said Fiorina. ''We are entering a fundamentally different era of the Internet."

Privacy Groups End Tie With Amazon

Two privacy groups that have criticized Amazon.com's practices in the past have decided to end partnership with the online bookseller to protest Amazon's changed privacy standards.

The Electronic Privacy Information Center, a Washington-based advocacy group, sold its and other books as part of Amazon's affiliates program. In the program, affiliates are paid a fee by Amazon for each book sold through the affiliate's Web site.

EPIC was one of the first Amazon affiliates, beginning in 1996, and with its decision will start selling its own books - mainly dealing with privacy law, cryptography and related topics - through other means.

''We are witnessing the slow erosion of online privacy under the industry's self-regulatory approach," said Marc Rotenberg, executive director of the

group.

Privacy advocate Jason Catlett of Junkbusters also pulled out of the program, saying in an open letter to Amazon chief executive Jeff Bezos that the company's new privacy policy is "'unacceptably weak."

EPIC and other privacy groups criticized Amazon this month when the bookseller told customers that it considered customer information to be a company asset that can be sold if Amazon goes out of business. It also stopped letting customers opt out of having their personal information shared with marketing companies and retailers partnered with Amazon.

Amazon spokeswoman Patty Smith said Wednesday the new policy is actually stricter than the previous one because it spells out the conditions under which personal information can be transferred.

"'EPIC has mischaracterized its new policies and its former policies," Smith said.

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